

SCHIZOPHRENIA THE GAME

General Information

"Schizophrenia, The Game" is a first person, action based, mission orientated, simulation style game. It has an honourable goal, which is to provide health care service providers etc with revealing insight into the inexplicable circumstances stemming from acute mental health that comes under the label of Schizophrenia. The playing environment though familiar is literally out of this world, where amazingly impossible things happen. It's like up is down and down is up. The goal is to remain alive whilst attempting progress and improvement in your circumstances. Day to day life depends on your ability to make sensible, beneficial and rational decisions in situations characterised by alien, conflicting, and potentially impossible information.

It is like a game of Dungeons And Dragons, where you interact with other characters that have varying pre-dispositions and forms, however the setting is your familiar urban, metropolitan, first world existence.

Relentless danger is caused by low feelings resulting from insulting, hateful, and malevolent voices (AVH's: Auditory Verbal Hallucinations), visual hallucinations, and other perceptual anomalies. These hallucinations constantly tell you what to do, and cause persistent confusion and disability. They (the enemies of a players life span) are able to see everything you see, to know everything you know, and able to cause physical distress. They use tricks and tactics to bring about your death, usually by suicide.

Complexity complicates the game play so that achieving success becomes extremely difficult. Your continued opportunities to stay in the game are dependent on your ability to deal with and make sense of false, conflicting and contradictory information. This impediment is compounded by the disbelief you are confronted with when you talk to other characters in the game. People attribute your involvement with bizarre, impossible and strange things as a facet of your mental state, so you have little help or assistance in completing the game. The play includes features such as communication with doctors (psychiatrists etc), government and NGO's, welfare agents, ghosts, aliens, celebrities, everyday objects like TV and transport, and strange and every-day people.

EXPOSITION

Imagine a situation where there are 'real life' ghosts (not deceased people, but beings from outer space) on planet earth, but they were in a conspiracy with humans so no one except the humans in the conspiracy knew they existed. It is like this because the humans realized that with the help of invisible ghosts, they could become powerful, rich and famous.

400 years ago when the first ghosts introduced themselves to humans, the humans lied to the ghosts and started the conspiracy. No one knows what was first said, but the ghosts decided only to work with humans who belonged to an organization started by the conspirators, called the Freemasons.

The Freemasons do not want to share the ghosts with anyone else, because they want to become rich, famous and powerful for themselves, and not have to share the profit potential of an allegiance with ghosts. No one except the Freemasons knows what goes on in Freemasonry, and no one else knows that the ghosts exist and can talk to humans, and work for humans. And no one realizes that the ghosts gave the humans who belonged to Freemasonry the powers of telepathy.

Now, imagine a person (you) who thought they were psychotic and suffered auditory and other hallucinations, only they weren't hallucinations but the members of XXXX, both the ghosts who are invisible or visible by choice, and the humans using the telepathy provided to them by the ghosts. Their goal is uncertain, other than the obvious - that they can use their telepathy and their allies (the ghosts), to steal your money and possessions. However, they still run the risk of being caught doing anything illegal, and they also run the risk of you getting facts about their conspiracy and telling the police or the United Nations. But if you tell the wrong police person or other authority, ie they are a Freemason, it will go nowhere.

So you are caught between two worlds, in the most life threatening and difficult of circumstances. You are trying to conduct a normal life, but you are being victimized by the members of the conspiracy of humans and ghosts. Unless you do something effective, you might perish.

The humans direct the ghosts falsely and traditionally believe that they must attempt to extract as much pain as possible from you, because they believe get advantages and opportunities for themselves, and because it is their tradition. In so doing, the humans are able to steal money etc from you because you are unable to guard your money and possessions. And if you try to get help from other people, or tell anybody about what you learn, they won't believe you because they think you are insane. Ultimately, they are trying to make you commit suicide. If you do, then they get all the money and possessions you had when you died. But if you can beat them, by figuring out certain things, or come up with a way to survive, you may live and prosper.

Tone: The tone of this game is unhinged and systematic hostility coming from 'futuristic' beings (called ghosts) that are selectively invisible) who are colluding with Freemasons, apparently common everyday characters. The Freemasons are virtually a different species due to the consolidated and habitually traditional manner in which they hunt humans for cash and fame. The game is played with headphones or earbuds on, because it is a first person game that uses your name, and interaction with the other characters in the game take place on this first name basis.

This game combines everyday life scenes with deranged and cruel characters, in an atmosphere of fear and bizarre confusion that results from the contradiction between ordinary everyday people and environments, and ghosts, aliens and conspiracies.

GAME DESCRIPTION

OBJECTIVE(S):

The objective is to not only survive, but to try and prosper. If you do well, you can chase the second objective which is to try to help other people that are being victimised. The ultimate objective is to try to save the world, by defeating the global conspiracy so no one else is victimized.

CHARACTERS

The characters in the game are you, Freemasons, ghosts & aliens, and ordinary people.

It begins by you entering in your name, and using your computers built in microphone to record your name. You then enter the first names of some of your friends, and what you call your parents, brothers, sisters, cousins, nieces and nephews. This enables the audio track of the game to talk to you in 1st person, by your name, and also allows it to know the names of people you know and have met.

You then choose which chapter of the Freemasons is to be your enemy. This sets the rules your Freemason enemies are going to abide by, and also determines what tricks and tactics they are going to use to steal from you, and to try to kill you with.

Their Weapons

- Despair stemming from hearing that your friend has just been killed
- The other delusions

Your Weapons

- Statutory declarations
- WWW publishing

General Information

Play modes

Select the Chapter / Lodge you are going to fight with, which will select the rules that they follow when fighting.

The game consists mainly of an audio track, with some (slides) images of scenes to accompany the dialogue. The game is essentially an interactive audio dialogue game, where visuals are non-essential, accompaniment of the audio track. The still scene images can be static or animated.

Both audio grabs and visual grabs should be attending to and based on the following plot points:

Accommodation

- On the street
- Hospital
- Normal Accommodation
- With Parents

Interactions

- Age
- friends
- Gender / disposition
- School / work
- Health services

Activities

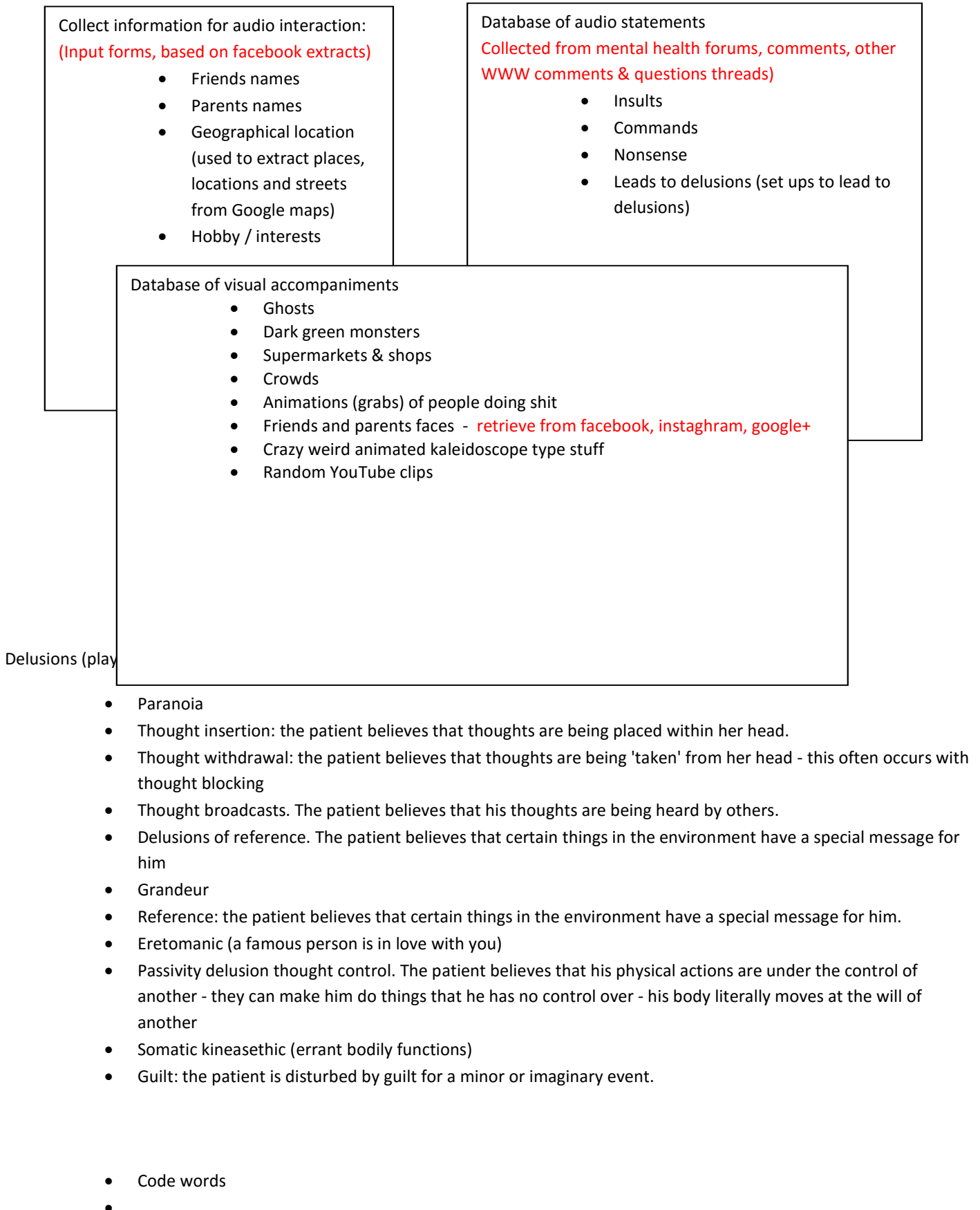
- Shopping
- Watching TV
- Socialising
- Part time work
- Hobby / interest
- Exercising
- Eating

Hallucinations comprise the interfaces. Audio must be first person via name sample to begin. Input other individuals names (friends, doctors, parents, teachers, police etc + names of voices / nemses).

AVH's: Number of shifts, time spans / regularity of 'appearance', grammar patterns + vocabulary, disposition, gender, verbal characteristics / style, special skills, rank, previous associations, current affiliations (organisations), plot related grievances,

(substance use)

Schema / Scenes / Overall Structure



If you had to live without working towards your own benefit, do little for yourself, give up your life for people you had never even met, would you do it? Would you fail in your own life to help people who only you believe exist, would you? If you could save 1 life (or thousands) of people who everybody says do not exist, how far would you go to save that life, or those lives. How strong is your self belief? If everybody says that you are hallucinating, but you are convinced you are not, would you believe you are right, or would you believe everybody, absolutely everybody, else?

But what if you failed. You were given ample warning and instructions on how to go about helping some people, but because you must act on belief and faith, you failed, on several occasions, and people got hurt and killed. It is perhaps and potentially easy for an observer who you managed to convince in the possibility of this to say that you did your best. But you know you could have done better, and in so doing benefited yourself.

